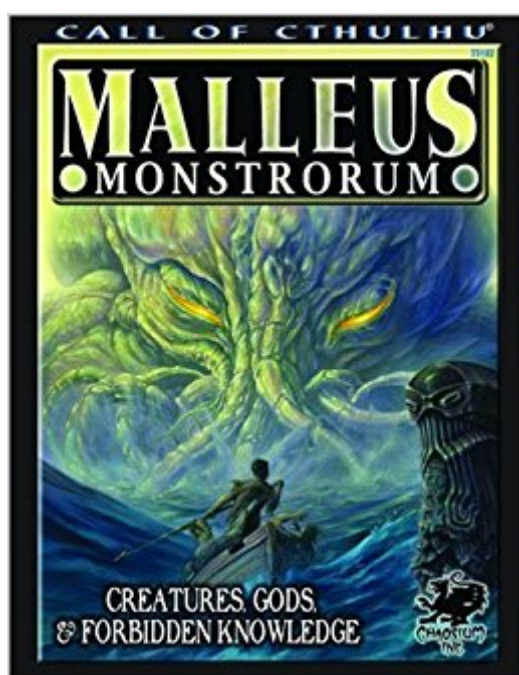


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# Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call Of Cthulhu Horror Roleplaying) (Call Of Cthulhu Roleplaying)



## Synopsis

That is not dead which can eternal lie, and with strange aeons even death may die. -- H. P.

Lovecraft Here are those things which can eternal lie, and which have lived beyond human understanding for strange aeons. The CTHULHU MYTHOS is comprised of a complex and broad group of sometimes-contradictory entities, powers, and concepts that encompass the secrets of time, space, and the universe. Fundamental truths of the universe are so alien and horrifying to humankind that mere exposure to them might result in madness or suicide. While humanity might crave comfort and truth, only one or the other is possible. This tome contains entries for more than 380 different creatures and beings that are part of the Cthulhu Mythos, presented for use with the Call of Cthulhu roleplaying game. Entries are organized into the following types: OUTER GODS rule the universe. All races and lesser deities of the Mythos acknowledge the Outer Gods, and may worship them. Except for Nyarlathotep, these gods have little to do with humanity. ELDER GODS are neutral to or possibly rivals to the Outer Gods. Though vast and of awesome power, they do not seem to be as dangerous to humanity as the Outer Gods. GREAT OLD ONES are not omnipotent, but nonetheless are godlike and terrible in human eyes. Humans are likely to worship Great Old Ones, who are comparatively near at hand. GREAT ONES are the gods of Earth's Dreamlands. Do not confuse them with the Great Old Ones. They are the weakest of all the deity types, and a wise mortal can surpass them in might. AVATARS are variant manifestations of an Outer God, Great Old One, Elder God, or Great One. Usually less powerful than the gods they represent, many are more horrible to witness. SOME ENTRIES introduce unique entities, defying classification. RACES INDEPENDENT of and serving no particular deity are included, though individuals may worship, cooperate, or co-conspire with such beings. FABULOUS CREATURES are well represented, drawn from legend and lore. ANIMALS & NON-MYTHOS MONSTERS complete the presentation, chosen from those most likely to be encountered, or the most common or popular.

## Book Information

Series: Call of Cthulhu Roleplaying

Paperback: 295 pages

Publisher: Chaosium (December 30, 2006)

Language: English

ISBN-10: 1568821794

ISBN-13: 978-1568821795

Product Dimensions: 10.8 x 8.3 x 0.8 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.4 out of 5 stars 16 customer reviews

Best Sellers Rank: #1,208,920 in Books (See Top 100 in Books) #42 in Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #85078 in Books > Teens

## Customer Reviews

When creating scenarios for my CoC game I inevitably reach a point where I need to select the creature that is waiting for them at the end of those clues and plot twists. That's when I turn to the *Malleus Monstrorum* to find what is exactly lurking in that dark basement at night or the cult is trying to summon with their ritual. This guide includes Mythos beasts, Gods, independent races, servitor races and unique entities as well as a few creatures of mythology that could find themselves in a CoC game and a smattering common but deadly creatures, such as wolves. Each entry has statistics and how to "run" each of these deadly Mythos beasts, some background and flavor and in most cases artwork. Each monster averages nearly a full page of space (to be exact, I'd say each one gets about 80% of a single page devoted to them unless they're something central to Lovecraftian lore such as an Elder God, etc. in which case they have more than a page devoted to them) There's a nice complete index in the back of the book, and also an index right in the middle of the book that separates out the many gods and categorizes them by deity type and another index in the front that categorizes by types of beings/monsters/. If I've needed to lookup a creature, I generally rely on the complete index in the back and am able to locate what I'm looking for quickly. Much of the art is "historic" plates such as pages from medieval manuscripts, vintage advertisements, the occasional document such as a diary entry or report of some kind. I've found myself flipping through this book, getting completely pulled in reading about the various Mythos creatures or random tidbits of lore and lost track of time. That's a good sign that not only is the book functional and useful, but entertaining. If you're a practicing Keeper (GM for CoC) and you're going to be running regular or semi-regular games of your own creation, I would recommend this book. If you're just starting out down the path of being a Keeper and not sure if you'll stick with it, perhaps run a few sessions and if you find yourself hooked, buy it. Also, if you're only running published scenarios and don't do much of your own adventure creation, you can get by without this book. Bottom line, the price I paid for this book, it has been a good value and an asset to my scenario/campaign creations.

I found this book to largely be a reprinting of the information in the monster section of the basic rules

book. Some expansion to that material, but not what I was expecting.

The job of a bestiary is to define and explain a setting's monsters. In the mythos, defining and explaining takes the fun out of everything. This book resolves that tension by providing in-universe mythical accounts of the creatures, sketching out their key attributes, and leaving everything else up to you. Really, nailing the cosmic horror feel of the bad guys is the hardest part of mythos games; you can basically use this book as an adventure generator. This book is useful in any system, or just to flip through for fun.

This is a perfect blend of numerous creatures and dieties and contains many from the out of print Creature Companion. Instead of 'realistic' drawings, which kind of bugged me, the book contains descriptions of the monsters and pictures of stone reliefs, articles, and all sorts of other depictions of how they could appear. The book also goes into detail of other monsters from folklore and mythology along with creatures written about in fiction from the expanded universe Lovecraft and other authors helped begin.

If I could id give it a 4.9 (my only issues are me being nit pick.y) 2 issues I have is one, when it was delivered, i opened the box and I've seen the back of the book's pages (2 or 3 including the back cover) were bent near the edge, and finally the mythos creatures have massive descriptive details but no illustration to go with it. Not a big deal like i said only being nit picky, but dont let this drive you away from buying it, it's a great buy. (I apologize for my poor grammar with this review)

This is for the 6th edition of CofC.

This is basically an encyclopedia of races, monsters, & other entities of the Cthulhu Mythos designed as a guidebook for the CALL OF CTHULHU Horror Role-Playing Game. The price was a bit hefty for the condition my received copy was in, but this thing is a must-have!! It literally abounds w/illustrations; some of them garnished from actual historical sources & others invented for this tome but they blend them so well, sometimes you find yourself questioning whether an insane picture you're looking @ is for real or not! You don't need to be into the CALL OF CTHULHU Game @ all to love this book. Any fan or scholar of Lovecraftiana or the Cthulhu Mythos must break down & buy this magnificent beast!

What a great book. I'm really glad I pulled the trigger on this!

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